

Title (en)
GAME DEVICE, GAME DEVICE CONTROL METHOD, PROGRAM, PROGRAM DISTRIBUTION DEVICE, INFORMATION STORAGE MEDIUM

Title (de)
SPIELVORRICHTUNG, SPIELVORRICHTUNGSSTEUERVERFAHREN, PROGRAMM, PROGRAMMVERTEILUNGSVORRICHTUNG, INFORMATIONSSPEICHERMEDIUM

Title (fr)
APPAREIL DE JEU, SON PROCEDE DE GESTION, PROGRAMME, DISPOSITIF DE DISTRIBUTION DE PROGRAMMES, ET SUPPORT D'ENREGISTREMENT D'INFORMATIONS

Publication
EP 1550489 A4 20051019 (EN)

Application
EP 03736236 A 20030618

Priority
• JP 0307727 W 20030618
• JP 2002269161 A 20020913

Abstract (en)
[origin: US2006063573A1] The present invention provides a game device that can display strings more suited to speech recognition at the time of speech input. A priority input device information acquisition unit (56) acquires priority input device information. When the priority input device information represents a character input device, an input criteria display unit (58) and a determination unit (60) display character input criteria as input criteria and determine whether or not that input corresponds to the input criteria. When the priority input device information represents a speech input device, the input criteria display unit (58) and the determination unit (60) display character input criteria as input criteria, and in regard to predetermined character input criteria, display speech input criteria corresponding to the character input criteria as input criteria, and determine whether or not that input corresponds to speech recognition data corresponding to the input criteria. A controller (62) controls the game on the basis of the determination result.

IPC 1-7
A63F 13/00; **A63F 13/06**; **G06F 3/16**; **G10L 15/00**

IPC 8 full level
A63F 13/215 (2014.01); **A63F 13/42** (2014.01); **A63F 13/424** (2014.01); **A63F 13/825** (2014.01); **G06F 3/02** (2006.01); **G06F 3/0482** (2013.01); **G06F 3/16** (2006.01); **G10L 15/00** (2013.01); **G10L 15/10** (2006.01); **G10L 15/18** (2013.01); **G10L 15/22** (2006.01)

CPC (source: EP KR US)
A63F 13/10 (2022.01 - EP); **A63F 13/424** (2014.09 - US); **A63F 13/45** (2014.09 - EP); **A63F 13/537** (2014.09 - US); **A63F 13/825** (2014.09 - US); **G06F 3/00** (2013.01 - KR); **G06Q 50/10** (2013.01 - KR); **G10L 15/00** (2013.01 - KR)

Citation (search report)
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Citation (examination)
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Designated contracting state (EPC)
AT BE BG CH CY CZ DE DK EE ES FI FR GB GR HU IE IT LI LU MC NL PT RO SE SI SK TR

DOCDB simple family (publication)
US 2006063573 A1 20060323; **US 7753796 B2 20100713**; AU 2003242461 A1 20040430; AU 2003242461 A8 20040430; CN 100455332 C 20090128; CN 1681565 A 20051012; EP 1550489 A1 20050706; EP 1550489 A4 20051019; JP 2004105309 A 20040408; JP 3500383 B1 20040223; KR 100769516 B1 20071023; KR 20050043952 A 20050511; TW 200404591 A 20040401; TW I233368 B 20050601; WO 2004024263 A1 20040325

DOCDB simple family (application)
US 52706705 A 20050309; AU 2003242461 A 20030618; CN 03821598 A 20030618; EP 03736236 A 20030618; JP 0307727 W 20030618; JP 2002269161 A 20020913; KR 20057004280 A 20050311; TW 92118686 A 20030709